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computers connected by a network, accessed by the first computer through a network interface card on the first computer, the method comprising: calling an interface of the second object with the first object; placing in the RPC buffer a first pointer to a first parameter, wherein the first parameter is used in the calling of the interface of the second object and wherein the first pointer points to the first parameter in the first memory location; treating, in the RPC layer, the first pointer as a scatter-gather entry; and transmitting, by the network interface card, the first parameter pointed to by the first pointer by reading the first parameter out of the first memory location.

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4. (Amended) The method of claim 1 further comprising: placing in the RPC buffer the first pointer to the first parameter and a second pointer to a second parameter, wherein the second parameter is used in the calling of the interface of the second object and wherein the second pointer points to the second parameter in a second memory location on the first computer; treating, in the RPC layer, the second pointer as another scatter-gather entry; and transmitting, by the network interface card, the first parameter pointed to by the first pointer by reading the first parameter out of the first memory location and the second parameter pointed to by the second pointer by reading the second parameter out of the second memory location.

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8. (Amended) The method of claim 1 wherein the transmitting comprises: posting, on the first computer, a first send buffer and a first receive buffer prior to sending a first data to the second computer, wherein the first receive buffer will receive a second data from the second computer, and wherein the first receive buffer is posted to be of sufficient size to accept the second data; and sending the first data to the second computer via the first send buffer.

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11. (Amended) The method of claim 8 wherein the transmitting further comprises: cleaning up, on the first computer, a second send buffer after sending the first data to the second computer and prior to receiving the second data from the second computer.

14. (Amended) A method of communication between a first object located on a first computer and a second object located on a second computer, the second computer having a memory storage location and a Remote Procedure Call layer, wherein the RPC layer has access to an RPC buffer, the first and second computers connected by a network, accessed by the second computer through a network interface card on the second computer, the method comprising: receiving a call from the first object on an interface of the second object; receiving, by the network interface card, a parameter of the call from the first object; storing, by the RPC layer, the parameter in a memory location; and accessing, by the second object, the parameter.

15. (Amended) The method of claim 14 wherein the memory location is the RPC buffer.

16. (Amended) The method of claim 15 wherein the accessing the parameter is performed in the RPC buffer.

17. (Amended) The method of claim 15 further comprising copying the parameter from the RPC buffer into the memory storage location, wherein the accessing the parameter is performed in the memory storage location.

19. (Amended) The method of claim 14 wherein the receiving comprises: storing, on the second computer, a second data into a first receive buffer, wherein the first receive buffer was posted prior to sending a first data to the first computer, and wherein the first receive buffer was posted to be of sufficient size to accept the second data.

24. (Amended) A computer-readable medium having computer-executable instructions for performing steps for communicating between a first object located on a first computer having a first memory location and a Remote Procedure Call layer, wherein the RPC layer has access to an RPC buffer, and a second object located on a second computer, the first and second computers connected by a network, accessed by the first computer through a network interface card on the first computer, the steps comprising: calling an interface of the second object with the first object; placing in the RPC buffer a first pointer to a first parameter, wherein the first parameter is used in the calling of the interface of the second object and wherein the first pointer points to the first parameter in the first memory location; treating, in the RPC layer, the first pointer as a scatter-gather entry; and transmitting, by the network interface card, the first parameter pointed to by the first pointer by reading the first parameter out of the first memory location.

27. (Amended) The computer-readable medium of claim 24 having further computer-executable instructions for performing steps comprising: placing in the RPC buffer the first pointer to the first parameter and a second pointer to a second parameter, wherein the second parameters is used in the calling of the interface of the second object and wherein the second pointer points to the second parameter in a second memory location on the first computer; treating, in the RPC layer, the second pointer as another scatter-gather entry; and transmitting, by the network

interface card, the first parameter pointed to by the first pointer by reading the first parameter out of the first memory location and the second parameter pointed to by the second pointer by reading the second parameter out of the second memory location.

31. (Amended) The computer-readable medium of claim 24 wherein the transmitting comprises: posting, on the first computer, a first send buffer and a first receive buffer prior to sending a first data to the second computer, wherein the first receive buffer will receive a second data from the second computer, and wherein the first receive buffer is posted to be of sufficient size to accept the second data; and sending the first data to the second computer via the first send buffer.

34. (Amended) The computer-readable medium of claim 31 wherein the transmitting further comprises: cleaning up, on the first computer, a second send buffer after sending the first data to the second computer and prior to receiving the second data from the second computer.

37. (Amended) A computer-readable medium having computer-executable instructions for performing steps for communicating between a first object located on a first computer and a second object located on a second computer, the second computer having a memory storage location and a Remote Procedure Call layer, wherein the RPC layer has access to an RPC buffer, the first and second computers connected by a network, accessed by the second computer through a network interface card on the second computer, the steps comprising: receiving a call from the first object on an interface of the second object; receiving, by the network interface card, a parameter of the call from the first object; storing, by the RPC layer, the parameter in a memory location; and accessing, by the second object, the parameter.

38. (Amended) The computer-readable medium of claim 37 wherein the memory location is the RPC buffer.

39. (Amended) The computer-readable medium of claim 38 wherein the accessing the parameter is performed in the RPC buffer.

40. (Amended) The computer-readable medium of claim 38 having further computer-executable instructions for performing steps comprising: copying the parameter from the RPC buffer into the memory storage location, wherein the accessing the parameter is performed in the memory storage location.

42. (Amended) The computer-readable medium of claim 37 wherein the receiving comprises: storing, on the second computer, a second data into a first receive buffer, wherein the first receive buffer was posted prior to sending a first data to the first computer, and wherein the first receive buffer was posted to be of sufficient size to accept the second data.

#### REMARKS

In the application, no claims currently stand allowed and claims 1-46 stand rejected. Independent claims 1, 14, 24 and 37 were rejected under 35 USC §103(a) as being rendered obvious by "Harnessing User-Level Networking Architectures for Distributed Object Computing over High-Speed Networks" by Madukkarumukumana et al. ("Madukkarumukumana") in view of "Virtual Interface Architecture Specification, Revision 1.0" ("VIA"). Dependent claims 2-13,